

What is AMPS?

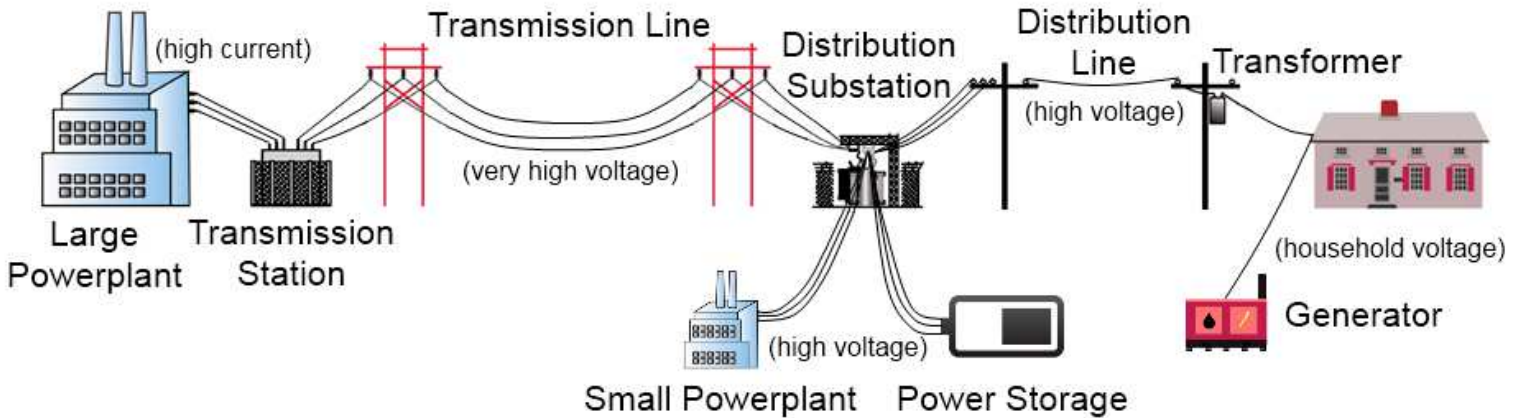
AMPS makes changes in the way that power buildings are constructed in SimCity 4, requiring the construction of a grid before power plants can be built. It is an extensive overhaul of the power system and takes getting use to, but once you've played it a few times I feel it's very intuitive. Part of the work this mod does is take the Maxis power plants and dozens of optional power plants available on the LEX and STEX and make them integrated into one seamless whole that is organized, user friendly, and well balanced. No power plant is really "better" than any of the others are, because each provides something the others don't. Integration also includes a set of custom icons for the Power Menu that has been completely reorganized to make finding the plant you're looking for easier and quicker, despite having close to a hundred options.

Using AMPS:

I have made every attempt to make the purpose and functionality of this mod PAINFULLY clear in the game's Advisor News Messages, lot descriptions, and query data. Of critical importance are the Utilities advisor's initial greeting (which is changed to appear IMMEDIATELY on establishing a new city or when loading an existing city) and the message you get from him after placing your first Distribution Substation. Also the messages from your City Planner are key. These new reward messages contain information on every supported lot and how it is used.

I have also completely revised the Power Menu and everything in it. New icons have been created for everything. (if you see an icon that doesn't match, it's likely an unsupported lot) Additionally, new descriptions have been created to provide much more information to the player.

First, a quick primer on power grids... both real-world ones and the ones in SimCity 4 when using AMPS:



The grid is broken down into 4 primary parts: Power Plants, Transmission Stations, Distribution Substations, and Transformers, plus Power Lines. Power Plants should be familiar to anyone who's played any SimCity game. Power Plants are broken down into one of 3 kinds:



Generators - Power plants rated at less than 1 Megawatt that do not require a grid to construct



Small Power Plants - Plants rated between 1 and 8 MW that require Transformers and Distribution Substations to build



Large Power Plants - Plants rated 8+ MW that in addition to the requirements of small plants, require Transmission Stations

Next, you have the grid itself, that which carries the power from where it's produced to where it's used:



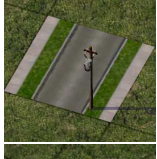
Transmission Stations - Take the power from Large Power Plants and increase the voltage for carrying on Transmission Lines



Transmission Lines - The type seen in SimCity 4 natively, carry very high voltage for moving power over long distances



Distribution Substation - Takes the power from Transmission Lines and lowers the voltage for distribution around a city



Distribution Lines - The typical "power pole" you see in neighborhoods carry high voltage; SimCity 4 uses buried power cables



Transformers - Take high voltage from power lines and reduce it to household voltage for actual use in homes and businesses

Lastly, you have the newest addition to the power grid, Power Storage:



Power Storage - Typically batteries that take power when more is produced than needed and give it back when more is needed

One core addition AMPS makes to the power system is the introduction of a new unit of measure; kVA. This stands for kilovolt-amps and is used by the power industry and in electronics in general to describe the amount of power a piece of equipment can handle. Without getting too technical, kilovolt-amps are assumed to be 125% higher than a system's rating in kilowatts, based on power industry standards that assume an average Power Factor of 0.8, which is typical. Transformers, Substations, Transmission Stations, and Power Plants all have a kVA rating.

In general, in order to build anything larger than an emergency generator, you first have to place Transformers. Each one has and displays in their description a kVA rating and they are additive. That is, you add their kVA ratings together to tell how much power they can handle in combination. Thus, ten 25 kVA Pole-mount transformers can handle 250 kVA of power from substations. Similarly, multiple substations add their kVA ratings together to determine the amount of power they can handle from Small Power Plants or Transmission Stations, etc.

Power Plants of each kind are further broken down into how they function and thereby, what sort of power they can provide. The three types are Peak, Base, and Intermediate. If you're familiar with power systems, these represent the same thing they do in Real Life.

Peak Plants (oil, natural gas, fusion, and newer fission) Can fulfill any power need, but are expensive. You need a minimum amount of your power (varies with game difficulty and power facilities built) to come from these kinds of power plants for your city to function.

Base Load Plants (coal, wood, waste, geothermal, and hydroelectric) Cheap because they run predictably and constantly, but can't provide more than about half of a city's power needs. Base Load maximums vary based on the availability of Peak and Intermediate power, but the maximum is capped by game difficulty and what power facilities you have built.

Intermediate Plants (solar and wind) These are clean and renewable, but unpredictable. Only part of your city's power can be Intermediate, based on game difficulty and power facilities. Power Storage can mitigate this, turning some Intermediate power into Peak power.

Difficulty	Easy			Medium			Hard		
Facilities	Max Inter.	Max Base	Min Peak	Max Inter.	Max Base	Min Peak	Max Inter.	Max Base	Min Peak
No Maint. Facility	40%	60%	20%	30%	50%	30%	20%	40%	40%
With Maint. Facility	40%	60%	20%	40%	60%	20%	30%	50%	30%
With Research Facility	40%	60%	20%	40%	60%	20%	40%	60%	20%

As you can see, it's very involved and VERY realistic. I based all equations and as many statistics as possible on real-world figures, mostly gathered from government web sites. If you see a discrepancy, it's likely intentional due to either the inability of the simulation to properly represent it, or it was altered for game balance... because if it isn't balanced, it's neither fun, nor even really PLAYABLE.

Thanks:

AMPS would not have been possible without the help of countless people on Simtropolis, SC4Devotion.com, and in my life. If you don't see your name here and you helped, PLEASE let me know!

Firstly, I'd like to thank my father who taught me everything he knows about electronics and computers. I wouldn't be here to do this if it wasn't for his guidance and support. I love you, Daddy!

Simmer2 for his wonderful varied lots that were the inspiration behind beginning this project, as well as support and ideas during development.

Andreas on sc4devotion.com for teaching me the basics of Reward LUA code back in 2019.

Kloudkicker for creating the transformer lots and the Wind Farm facility, re-lotting some older Transmission stations, in addition to countless hours play-testing and helping me refine AMPS's balance.

CorinaMarie for having the patience to stick with me and walk me through the finer points of LUA packages and how they are executed, as well as being generally helpful and, not least of all, coming up with the name AMPS.

Cyclone Boom for the wonderful job he did on the logo and for being an excellent mediator in times of difficulty.

Skyroguen, metarvo, rivit, Ryu Tenno, White_rbt, and many others for their insight, ideas, and help in sorting through the rough patches.

And lastly, my kids for putting up with their mother's insanity over a game as old as they are... and my loving SO for letting me spend so much of my free time working on this silly project. Thanks so much, love!

Installation:

Copy the "ZZZZZ AMPS" folder into your "My Documents\SimCity 4\Plugins" folder. That's it!

WARNING! This is a Beta version and hasn't been play-tested on any PC other than my own. Most features should function, yet there may be unforeseen side effects. Only use on backed up regions!

WARNING! This version is incompatible with all previous versions. Delete those versions and any cities made with them before installing.

WARNING! This mod makes drastic changes to the way a city's power plants work. As such, you **MUST** have bulldozed ALL power plants from your cities before installation. Failure to do so can result in a corrupted save game. **BACK UP YOUR REGION BEFORE INSTALL.** It is recommended that after installing this mod you begin a fresh region with no cities in it. **SUPPORT WILL NOT BE PROVIDED IF YOU ARE TRYING TO GET AMPS TO WORK IN AN EXISTING CITY!** You're on your own!

Uninstall:

Bulldoze ALL transformers, substations, stations, power plants, generators, AMPS buildings, etc. and then delete the "ZZZZZ AMPS" folder. Failure to bulldoze ALL buildings may result in a corrupted save. **BACK UP YOUR REGION BEFORE UNINSTALL.**

This mod does not change any files within the game or within the supported lots. Once uninstalled, all lots will revert to their default behavior.

Dependencies:

There are NO dependencies in the traditional sense. If you Install AMPS with nothing else, it *will* work... and you won't be able to build *any* of the supported power plants, which include all Maxis plants. I designed AMPS to be very dynamic and provide automatic integration of any supported lots you happen to have installed. Certain lots however are essentially **mandatory** in order to actually *do* anything. I've called these "hard requirements" and not "dependencies" to not cause confusion with such a well-established term. The Hard Requirements are as follows: (please note that most of these downloads *do* have Dependencies and they are required to use these lots with AMPS)

Transformer Lots by Kloudkicker - Provides the backbone of the grid. Without them, you can't build much of anything power related.

KK Transformer Lots-Small - <https://community.simtropolis.com/files/file/34273-kk-transformer-lots-small/>

Substations Lots by Simmer2 - There are many substations, but these three are non-optional as they form the core of early grid construction.

SM2 HV Transformer - <https://community.simtropolis.com/files/file/32790-sm2-hv-transformer/>

SM2 Main Transformer & Main Transformer with building - <https://community.simtropolis.com/files/file/31369-sm2-main-transformers/>

Transmissions Station by Takingyouthere - The required station to unlock most of the Maxis power plants.

Transformer lot - <https://community.simtropolis.com/files/file/31217-transformer-substation/>

All other downloads are OPTIONAL. Certain ones expand your options and are referred to as "Soft Requirements." These are as follows:

Needed to build Small Wind Turbines (such as the Maxis Wind Power Plant)

KK Wind Farm Maintenance Facility - <https://community.simtropolis.com/files/file/34196-kk-wind-farm-maintenance-facility/>

Needed to have power while you build a grid (these are essentially the only power plants available on Day 1 of a new city)

kaos78414's Generator - <https://community.simtropolis.com/files/file/19458-kaos-rusty-generator/>

Colyn's CSX Mini Generator - https://sc4devotion.com/cslex/lex_filedesc.php?lotGET=634

Simmer2's SM2 Mobile Power Generator - <https://community.simtropolis.com/files/file/31431-sm2-mobile-power-generator/>

Lot Support: (note that the Soft Requirements listed above are also in the list, highlighted in red)

The rest of the supported lots are COMPLETELY OPTIONAL and **no additional action is required by the player to add new lots**. With only the lots listed above you *can* play the game using nothing but the Maxis power plants and any generators you downloaded. Of course, with added content comes added flexibility in design, as well as simply having more realistic options. Here is the complete list, sorted by category:

Creator	Original Name	URL	New Name
Generators			
kaos78414	Generator	https://community.simtropolis.com/files/file/19458-kaos-rusty-generator/	50 kW Diesel Generator
Colyn	CSX Mini Generator	https://sc4devotion.com/csxllex/lex_filedesc.php?lotGET=634 (Same as below in Oil Power Plants, 2 lots in 1 download)	120 kW Diesel Generator
Simmer2	SM2 Mobile Power Generator L	https://community.simtropolis.com/files/file/31431-sm2-mobile-power-generator/	240 kW Mobile Diesel Generator
Pegasus	Diesel Generator	https://community.simtropolis.com/files/file/21103-peg-mtp-ltusa-container-generator/	945 kW Container Diesel Generator
Andreas Roth	Power Generator	https://community.simtropolis.com/files/file/16141-sfbt-rural-power-supply/	180 kW Natural Gas Generator
Simmer2	SM2 Modular Solar Panels 1X1	https://community.simtropolis.com/files/file/32484-sm2-modular-solar-power-plant/ (Same as below in Electrical Features, 3 lots in 1 download)	25 kW PV Panel Set
1dera3	Solar Station	https://community.simtropolis.com/files/file/16795-remote-solar-station/	75 kW Remote PV Generator
deadwoods	Power-producing Windmill	https://community.simtropolis.com/files/file/15243-dedwd-aussie-windmill/	5 kW Wooden Wind Generator
Distribution Substations			
DK1	Substation	https://community.simtropolis.com/files/file/22535-dk1-power-plant/	1 MVA Distribution Substation
Pegasus	Distribution Substation	https://community.simtropolis.com/files/file/21685-peg-power-substations/	2 MVA Distribution Substation
Pegasus	Power Sub-Station	https://community.simtropolis.com/files/file/21685-peg-power-substations/	7 MVA Distribution Substation
Subgrav	Transformer Station	https://community.simtropolis.com/files/file/12629-power-transformer/	10 MVA Distribution Substation
Simmer2	SM2 Transformer 1	https://community.simtropolis.com/files/file/32002-sm2-power-pack/	15 MVA Distribution Substation
Simmer2	SM2 Transformer 2	(Same as below in Transmission Stations, 4 lots in 1 download)	25 MVA Distribution Substation
Transmission Stations			
re-lot by Kloudkicker	Transformer lot	https://community.simtropolis.com/files/file/34186-kk-transformer-substation/	10 MVA Transmission Station
re-lot by Kloudkicker	Transformer lot	https://community.simtropolis.com/files/file/34291-kk-transmission-substation-pack-whoopup/	(as above with alternate angles)
homefryes	Small Substation	https://community.simtropolis.com/files/file/15877-substation-pack/ (Same as below, 4 lots in 1 download)	20 MVA Transmission Station
homefryes	Medium Substation	(Same as below, 4 lots in 1 download)	35 MVA Transmission Station
Simmer2	SM2 Power Substation	https://community.simtropolis.com/files/file/32002-sm2-power-pack/	60 MVA Transmission Station
Simmer2	SM2 Transformer 3	(Same as above in Distribution Substations, 4 lots in 1 download)	60 MVA Shoreline Station
homefryes	Large Substation	https://community.simtropolis.com/files/file/15877-substation-pack/	90 MVA Transmission Station
homefryes	Huge Substation	(Same as above, 4 lots in 1 download)	120 MVA Transmission Station
re-lot by Kloudkicker	(Same as homefryes above)	https://community.simtropolis.com/files/file/34272-kk-relot-substation-pack/	20,35,90,120 MVA Transmission S.
Electrical Features			
Simmer2	SM2 Tesla Power Storage X Small	https://community.simtropolis.com/files/file/34129-sm2-tesla-power-storage-pack/	1.9 MWh Tesla Powerpack
Simmer2	SM2 Tesla Power Storage Small		3.7 MWh Tesla Powerpack
Simmer2	SM2 Tesla Power Storage Medium		9.3 MWh Tesla Powerpack
Simmer2	SM2 Tesla Power Storage Large		37 MWh Tesla Powerpack Station
Kloudkicker	KK Wind Farm Maintenance Facility	https://community.simtropolis.com/files/file/34196-kk-wind-farm-maintenance-facility/	Wind Farm Maintenance Facility
Simmer2	SM2 Step up Transformer	https://community.simtropolis.com/files/file/32484-sm2-modular-solar-power-plant/	3.3 MW Step-up Transformer
Simmer2	SM2 Solar Power Inverter	(Same as above in Generators, 3 lots in 1 download)	410 kW Inverter
Solar Power Plants			
Simmer2	SM2 GE Solar Power Plant	https://community.simtropolis.com/files/file/32496-sm2-ge-solar-power-plant/	370 kW PV Power Plant
Wind Power Plants			
		<i>None, at this time, other than the one Maxis Wind Turbine</i>	
Geothermal Power Plants			
Mathe Man	Geothermal power station	https://community.simtropolis.com/files/file/11314-geothermal-power-station/	2 MW Geothermal Power Plant
Pegasus	Geothermal Power Plant	https://community.simtropolis.com/files/file/19492-peg-mtp-geothermal-power-plant/	4 MW Geothermal Power Plant
Simmer2	SM2 Geothermal Power Plant	https://community.simtropolis.com/files/file/32918-sm2-geothermal-power-plant/	8 MW Geothermal Power Plant
Pegasus	GeoThermal Power Plant	https://community.simtropolis.com/files/file/19417-peg-geothermal-power-plant/	10 MW Geothermal Power Plant
Fission Power Plants			
JPouX	Mainland EDF Nuclear Power Plant	https://community.simtropolis.com/files/file/19844-edf-nuclear-power-plant/	112 MW Inland Fission Plant
JPouX	Close-to-water EDF Nuclear Power Plant		112 MW Coastal Fission Plant
Load Following Fission Plants			
BurroDiablo	Nuclear Plant	https://community.simtropolis.com/files/file/18848-el-nukeplant-lot/	1.2 GW Fission Power Facility
Fusion Power Plants			
		<i>None, at this time, other than the one Maxis Hydrogen Fusion Plant</i>	
Oil Power Plants			
mrisonm	Nexis Emergency Diesel Power	https://community.simtropolis.com/files/file/19991-nexis-emergency-diesel-power/	1.8 MW Diesel Plant
Colyn	CSX Mini Power Plant RH	https://sc4devotion.com/csxllex/lex_filedesc.php?lotGET=634 (Same as above in Generators, 2 lots in 1 download)	4.5 MW Oil Power Plant
BIWDC	SC2k Oil Power Plant	https://community.simtropolis.com/files/file/19205-biwdc-sc2k-oil-power-plant-sc4rh-remakebeta2/	30 MW Oil Power Plant
Natural Gas Power Plants			
dk1	Power Plant	https://community.simtropolis.com/files/file/22535-dk1-power-plant/	1.3 MW Natural Gas Power Plant
dk1	Power Plant		2 MW Natural Gas Power Plant
dk1	Methane Power Plant	https://community.simtropolis.com/files/file/19296-dk1-methane-power-plant/	2.4 MW Natural Gas Power Plant
dk1	Methane Power Plant		3.5 MW Natural Gas Power Plant
Wood Power Plants			
onlyplace4	Wild West Power House	https://community.simtropolis.com/files/file/15883-wild-west-power-house/	1 MW Wood Power Plant
shoRt-mAn123	Small Steam Power Plant	https://community.simtropolis.com/files/file/22086-small-steam-power-plant/	3 MW Wood Pulp Power Plant
Clean Coal Power Plants			
SimGoober	Hardun Coal Power Plant	https://community.simtropolis.com/files/file/15092-hardun-coal-power-plant/	15 MW Clean Coal Power Plant
fukuda	Lignite-fired power plant	https://community.simtropolis.com/files/file/16691-lignite-fired-power-plant/	25 MW Clean Coal Power Plant
carrot1984	Medium Clean Coal Power Plant	https://community.simtropolis.com/files/file/24759-clean-coal-power-plant/	35 MW Clean Coal Power Plant
Coal Power Plants			
Shy Dude	Chicago Union Station Power Plant	https://community.simtropolis.com/files/file/29172-chicago-union-station-power-plant/	2 MW Coal Power Plant
shoRt-mAn123	S.M. Power Plant	https://community.simtropolis.com/files/file/21912-sm-power-plant/	6.5 MW Coal Power Plant
Cat fan	Coal Power Plant	https://community.simtropolis.com/files/file/17385-cf-larger-coal-plant/	28 MW Coal Power Plant
Waste to Energy Power Plants			
mrisonm	Waste to Energy Plant	https://community.simtropolis.com/files/file/19320-nexis-garbage-disposal-inc/	4.5 MW Clean Waste to Energy Plant
Colyn	CSX LSU WasteTech RH	https://sc4devotion.com/csxllex/lex_filedesc.php?lotGET=1840	45 MW Waste to Energy Plant
Hydroelectric Power Plants			
		<i>None, at this time</i>	

Power Company Buildings:

New to this version is the inclusion of power company buildings. Within the game, Allied Municipal Power of Simtropolis is also the name of the Power Company that provides service to your Sims. As such, they have their own company offices and buildings. There are a few styles to choose from and players are free to install as many or as few as they like and should not interfere with one another.

All AMPS Power Company buildings Cost \$0 to build, have \$0 monthly cost, and provide global data on the power grid via their lot query. They are broken down into one of five types, of which you can only ever have 1 of each in any given city. The types are:

Front Office: A typical company front office where people can go to pay their power bill as well as begin, move, or cancel their service.

2x2 Landmark lot

Effects:

+5 Mayor Rating within 255 tiles

Supported Versions:

KK Power Company Front Office Pack - <https://community.simtropolis.com/files/file/34275-kk-power-company-front-office-pack/>

SM2 AMPS Rural Office - <https://community.simtropolis.com/files/file/34285-sm2-amps-rural-office/>

Maintenance Facility: A yard where power company maintenance trucks are dispatched to make repairs on the grid.

3x3/4x4 Reward lot - Requires **Front Office** and a minimum of 1 Large Power Plant operating in the city

Effects:

Medium and Hard Difficulty - As noted in "Using AMPS" regarding grid power limits

-50 Park value over 22 tiles, same as Bureau of Bureaucracy

+5 Mayor Rating over 255 tiles

Future: Spawns Power Maintenance Trucks, similar to the Garbage Trucks that Waste Plants generate

Supported Versions:

KK Power Company Front Office Pack - <https://community.simtropolis.com/files/file/34275-kk-power-company-front-office-pack/>

SM2 AMPS Rural Maintenance Yard - <https://community.simtropolis.com/files/file/34317-sm2-amps-rural-maintenance-yard/>

Central Office: A general office building where the power company conducts most of its accounting and contracting business.

4x4 Reward lot - Requires **Maintenance Facility** and Power Export deals in excess of 25,000 MWh per month

Effects:

Provides Landmark effects similar to a minor Landmark, like the California Plaza or Alamo, etc.

Works as a +\$500 Business Deal Building; giving you money to offset the costs of grid maintenance

10,000 CAP Relief for all three Residential and both Commercial Office sectors

Supported Versions:

SM2 AMPS City Office - <https://community.simtropolis.com/files/file/34307-sm2-amps-city-office/>

Research Facility: A new facility that allows research into de-centralized power management and higher efficiency electronics.

5x5 Reward lot - Requires **Central Office** and Power generated from all three types (I/B/P) in excess of 10 GWh/mo. each

Effects:

Provides Landmark effects similar to a minor Landmark, like the California Plaza or Alamo, etc.

Hard Difficulty - As noted in "Using AMPS" regarding grid power limits

10,000 CAP Relief for all four Industrial sectors

Supported Versions:

Coming Soon - TBA

Corporate Headquarters: The power company's corporate offices are a major draw to other businesses and industries.

6x6 Reward lot - Requires **Research Facility**, City Population of 400k, and Regional Population in excess of 1 million

Effects:

Provides Landmark/Park effects similar to a Major Landmark, like the Chrysler Building or Empire State Building, etc.

100,000 CAP Relief for all nine sectors

Supported Versions:

Coming Soon - TBA

Regarding Changes to Lots:

AMPS, by its very nature, completely re-balances all supported lots so their original capabilities are irrelevant when it is installed. In trying to rebalance lots made by dozens of people spread out over the last 18 years, each with their own idea about how to make a good power plant, I had to change some lots' behaviors, and even sometimes their nature, in the name of cohesion and game balance.

For example, [shoRt-mAn123's Small Steam Power Plant](#) was originally intended as a means of turning water pollution into power. In reviewing the lot, it essentially was a soft cheat... it took a bad thing and made it into a good thing... but I liked the looks of the lot and the brown gunk covering the lot reminded me of piles of sawdust and wood pulp. Since I also needed to fill out the section on Wood-burning power plants, I changed it to be just that.

No disrespect is intended, nor should be implied, toward the original authors of any of these lots. If anything, I am trying to honor their creative works by drawing fresh attention to them, as well as giving them a new lease on life with all new statistics and uses. I tried to use my best judgement and retain as much of the author's original work as possible, and where it wasn't to keep in mind their *intent*.

Note: Several supported lots include *other* lots, some of which are not supported by AMPS. These should be fairly obvious within the build menu which ones are supported and which ones aren't. (they will lack a detailed description and their Icons will likely stand out) Unsupported lots will still function, but will not be as feature rich. At this time, and until I can determine an alternate way of handling them, unsupported lot power will be distributed proportionally across all the power types, Intermediate, Base, and Peak. Thus, building an unsupported power plant won't change your load balance. (if you are only using unsupported lots, their power will be considered Peak) This may change in the future as I work on a system of identifying the power generated by unsupported lots specifically and isolate it from the other power generation data.

Compatibility:

AMPS should be compatible with most other mods that don't alter the game's power facilities. However, there's no way to test them all. If you are having difficulty with AMPS or another mod when they are both installed, please let me know and I'll do my best to investigate the cause. Simply post a comment in the download page or send me a PM via Simtropolis and I'll get to it as soon as practical.

Of note, any mod that attempts to fix the "High Wealth Sims not working in the Solar or Nuclear Power Plants" bug, such as the [HippoTank Demand Fix](#) will have no effect with AMPS installed. AMPS already fixes this inherent bug with those two power lots, so other mods to fix the issues aren't necessary. You can (and probably should) still use mods such as the HippoTank Demand Fix noted above that fix the same issue with the Medical Clinic.

Since CAM does not alter any civic buildings, which all power plants are considered, AMPS *should* work with any version of CAM.

Any other mods that modify power plants, such as the [Complete Power Package](#) by MrTruesage will not function with AMPS installed.

Disclaimer and Legal Notices:

This software (hereafter AMPS) is not in any way affiliated with Electronic Arts, Maxis, or any of its developers. The usage of AMPS is at your own risk. AMPS is tested extensively so it should work properly, but errors may still exist. AMPS is provided as is, without any representation or warranty of any kind, either express or implied, including without limitation any representations or endorsements regarding the use of, the results of, or performance of AMPS, its appropriateness, accuracy, reliability, or correctness. The entire risk as to the use of AMPS is assumed by the user. The creator does not assume any liability for the use of AMPS. In no event will the creator be liable for additional direct or indirect damages including any lost profits, lost savings, or other incidental or consequential damages arising from any defects, or the use or inability to use AMPS, even if the creator has been advised of the possibility of such damages. If you do not agree to these terms you must uninstall AMPS.

Content Copyright 2021 Roberta Elder under CC BY-NC-SA Creative Commons. You may distribute, remix, adapt, and build upon this material in any medium or format for noncommercial purposes only, and only so long as attribution is given to myself. If you remix, adapt, or build upon the material, you must license the modified material under identical terms.



This mod may not be distributed via any other electronic method other than direct download from the AMPS listing on the Simtropolis Exchange (STEX) without express permission of AMPS's original author. This author retains creative control over the content herein and grants authority for its use expressly for the purpose of entertainment and independent development, with attribution, for non-commercial purposes only.

All images used in this document are the property of the AMPS author or are in the Public Domain.